

FIGUREHEAD

demonblade games monthly newsletter

EDITORIAL

As I sat down to pen this introduction I was bombarded by hundreds of thoughts about the exciting changes going on at DemonBlade Games, so excited that I wasn't sure where to begin. I suppose I should first apologize for the delay in getting this issue together. For what it's worth though, it's late for a very good reason. This is the last issue of Figurehead Monthly. Here is the good news!

We've looked at your responses to what we put in Figurehead, striving to include more and more interesting support articles, and generally make it a more valuable tool. After looking at everything you wanted us to include and after considering what we wanted to add to the game, a monthly newsletter just fell short of the benchmark we wanted to set. Starting in January, Figurehead will become a quarterly digest of 108+ pages that addresses all the issues that we want it to, compiled in a neat and easily referenced format.

Each issue will be jam-packed with game and miniature conversions, scenarios, original fiction, StormReaver spotlights, artwork, faction friction reports, terrain creation and display strategies, painting tips, and loads of other stuff. Issues will be sold individually for a suggested retail of \$8.00.

As a subscriber to the former monthly newsletter we are pleased to offer you a special incentive toward renewing your

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subscription to carry into the new format. Like all subscribers, your cost will be only \$28.00 a year and we'll spring for the shipping.

In addition, renewing subscribers will get a special edition DemonBlade figure that is cast once a year and is not released for resale. It's our way of saying thank you for your past support and only those of you on the current Figurehead Monthly subscription list are eligible for the 1999 figure.

Additionally, we are excited about the faction boxed sets that we have slated for a first quarter release. Expect to see one box set for each month! These sets will come with a complete 3000+ point faction for immediate deployment. The first faction boxed set will be for the DeadTech, The Guns of Sundance, available January; the next one will be for the Orgs, The Capellini Family, available February; and the Shock Force boxed set, UltraTech, gets the go ahead in March. You can expect them to retail for \$49.95, quite a deal by today's standards! These are of course in addition to the exciting new miniatures coming out as well. For some great previews on these check out our website. Here's a sneak peek...



Finally, you can also expect a completely revised game system coming soon. The Shock Force second edition promises to be a major improvement on what we already feel is a darn good game. It will offer more options and abilities that we have developed through your extensive feedback. Your help and support has been

incredible and appreciated and we are sure that SF2 will live up to our mutual high standards. With our upgrade program, where you return the title page out of your old rulebook and get the bigger revised rulebook for only \$6, moving to the new version will be totally painless.

But hey, you still got this issue to read. So that's it for now. Now go play!

-Red Storm Raging



SHOCK FORCE ONLINE

The World Wide Web has been a comfortable home for DemonBlade Games from the outset. Our figures were introduced there first, on our web site at www.demonblade.com. When Shock Force was first envisioned and the basic drafts completed, it was our web site and the input of the subscribers to rec.games.miniatures.misc who provided suggestions for improvements and gave us much needed insight into what makes a game excellent rather than just plain average. Many of you who subscribe to Figurehead first heard of Shock Force and DemonBlade via the Internet. And now look how it continues to grow.

The most consistent feature of our Internet presence has always been our online catalog. This is, hands down, the most sure-fire way to keep up to date on our latest releases as we place the first pictures of any new figure in that catalog right away. This catalog is available at www.demonblade.com for instant access at any time.

This brings up some changes that have been happening and will continue to happen as we make a new push to expand the usefulness and depth of information available online. By the gracious cooperation of a fellow by the name of

Russell Martin, a systems administrator at FlashNet, we have acquired a second web site location. Now there is www.shockforce.com, once the site of the Texas Shock Force paintball squad of which Russell was a member. We had contacted them with an eye toward a sponsorship of their team because of the name, but found that due to the loss of several members in rapid succession, the team had unfortunately become inactive. But they will live on! You can expect to see another incarnation of Russell and his companions in future stories in Figurehead Quarterly as their alter-egos, a stalwart team of Shock Force troopers strike forth in adventure, constantly at odds with Patrick Delancey's DeadTech Systems.

Meanwhile, shockforce.com will become the new home of the Shock Force game system and a repository of information about expansion and clarification of the rules, history and highlights of the various factions, articles which supplement the Figurehead Quarterly, and so much more. The current demonblade.com will become more of a corporate site with information about product availability, special promotions, participation programs and that sort of thing. Still interesting, but a different focus.

One very useful part of the web site that's already out there and in use by quite a few is our online Opponent Finder. This helpful tool is one that will become ever more useful as more and more of you get out there and take part. Basically, through a simple web form, you can enter your name, email address, city and state into our database of Shock Force players. Then you can check out who else in your area also plays and possibly make arrangements to set up a good game of it at some mutually agreeable battleground. Obviously, the more people who register the better it will be, so next time you're online, go to our web site and sign up! Everyone already in there is looking for a good challenge!

Another new feature we plan to incorporate into our web presence in the very near future is that of the StormReavers section. The StormReavers are a riveting combination of reality and fiction. They are, on one hand our skilled, and enthusiastic demonstration team. They are, on the other hand, a future America faction at odds with the others you already know from Shock Force. StormReavers are a faction all too aware of a growing evil that manipulates all sides toward an unspeakable goal destined to bring doom to all sentient Earthly life. They strive to stop that evil, outcasts from all other factions banded into a fraternal military force, picking the battles that need winning and making it happen.

Each StormReaver, in addition to running demonstrations, tournaments and leagues in game stores, in game clubs and at conventions, builds a Shock Force world persona that is eventually represented through story, game rules, artwork and even new miniatures. Along the way, the StormReaver's character will be available for you to incorporate into your games via a StormReaver section of www.shockforce.com. Those of our StormReavers whose skills run to a bit of computer wizardry may add further enhancements to those sections which help bring the exciting world of Shock Force to life, populated as it is with living, breathing people behind the stories.

As an aside, if that sounds exciting to you, and you think you could be our next StormReaver Candidate, www.demonblade.com has all the information you need about the rewards and responsibilities of being a StormReaver and how to apply. Since one of the requirements is that you have access to email and the Internet on a consistent basis, it seems appropriate that an article on our online presence point you in that direction!

As many of you may be aware, and just as many not, we've expanded our online presence to provide a new forum, an email discussion list. It's a list where Shock Force players can ask questions, learn what others have been doing, trade ideas and stories, and participate in the continued growth of Shock Force as both a game and a deep and richly populated game world. Aspects of the upcoming Shock Force second edition have already begun to be considered, discussed and revised on this discussion list. For those of you who don't already know about it or may be unfamiliar with the concept, it's very simple to join and use. Simply send an email to shockforce-request@demonblade.com with the word 'subscribe' in the body of the message.

What you use for a subject is not important, as the automated subscription software will ignore that part anyway. Unless there is something unusual about how your email account is set up, that's it. You're subscribed. (Of course, if you have trouble making it work, you can always send an email to anyone at DemonBlade and we'll be happy to help get you subscribed.) After that you will receive messages from shockforce@demonblade.com and can send messages to that same address to participate and respond, all completely for free as a benefit of having your own access to email.

All in all, the Internet can be a fine way to keep up with a dynamic and ever-

expanding world. Shock Force and DemonBlade are no exception and we plan to keep doing more with it any way we can. Since we've always been open to the suggestions of our fellow gamers, if you think of something else that could be part of our online presence, let us know. You can always email it to us, right?

CONVERSIONS: SQUAT ARMY

As a StormReaver and certified Miniature Collecting Lunatic, as well as a recovering GW-aholic, it's only natural that I have a lot of the old unsupported Squats.

Well, after helping to demonstrate Shock Force at Origins '98, I got to thinking about my Squats, sitting on shelves and in tubs collecting dust. I decided to pull 'em out and convert them to Shock Force. So, if like me, you have dozens of unsupported Squats lying around, then have I got the conversions for you!

I used the "Black Codex" from the boxed set for a basis, and then tried to do a fairly straight conversion. Once that was done, I went back and put in some special abilities for the characters. I didn't go way back on the vehicle and such, so there aren't any power boards...Sorry. I did use the Land Raider just because I think it looks really cool, and it draws a lot of fire while your slow-footed troops are trying to get to the other side of the battlefield. So I thought by putting a points limit on being able to field it seemed pretty reasonable, and by using the disadvantages it keeps it from dominating the game.

Some of the other abilities, like Scrounger, Tough and Lucky Bastard, I thought fit into the character of the Squats, and they make for a fun game - after all that's why we play...For Fun!!

So without any further ramblings.....

- Gray Wolf Running

PS: The term 'Squats' is claimed as a trademark by Games Workshop, Ltd, and we are not attempting to challenge any alleged trademark.

But we do want a game in which we can play with them. The figure to the left is an example of a GW Squat, #020509.



conversion squats army

Warrior Trooper 90 Pts

Pts	Type	Mv	Df	Mn
35	Trooper	6"	2	3
Pts	Weapon	R	AV	AE
15	Axe	-	2	-
45	Lazer Rifle	24"	2	-

Warriors are deployed in squads of 5-10

One trooper may exchange Lazer Rifle for a Special Weapon from the Special Weapon arsenal

Assault Trooper 100 Pts

Pts	Type	Mv	Df	Mn
45	Trooper	6"	2	3
Pts	Weapon	R	AV	AE
30	Power Axe	-	3	-

Frenzied

Pts	Weapon	R	AV	AE
25	Lazer Pistol	12"	2	-

Assault Troopers are deployed in squads of 5-10

Thunderer Trooper 147.5+ Pts

Pts	Type	Mv	Df	Mn
65	Elite	6"	3	3
Pts	Weapon	R	AV	AE
10	Axe	-	2	-
52.5	Frag Grenade	12"	3	2x

7+20 A weapon from the Heavy Weapon arsenal
Thunderers are deployed in squads of 2-5

Engineer GuildMaster 225 Pts

Pts	Type	Mv	Df	Mn
100	Special	6"	3	4
Pts	Weapon	R	AV	AE
15	Axe	-	3	-
45	Lazer Pistol	18"	3	-
65	Lazer Pistol	18"	3	-

Heavy Weapon Trike 145+ Pts

Pts	Type	Mv	Df	Mn
145	Light Vehicle	21"	4	-
Pts	Weapon	R	AV	AE
?	A weapon from the Heavy Weapon arsenal			

One Trike per army. Trike MUST come with crew

Trike Crew (2 Squats) 70 Pts

Pts	Type	Mv	Df	Mn
70	Trooper	6"	2	3
Pts	Weapon	R	AV	AE

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Hearth Guard 332.5 Pts

Pts	Type	Mv	Df	Mn
100	Elite	6"	3	4

Rifleman, Assault Trooper, Veteran (squad)

Pts	Weapon	R	AV	AE
15	Axe	-	3	-
35	Axe	-	3	-
25	Spectralite Lazer Pistol	12"	2	-
85	Lazer Rifle	30"	3	-
72.5	Frag Grenade	12"	3	2x

May lead any squad or form bodyguard squad of 3-5 for Warlord

Bikes 212.5 Pts

Pts	Type	Mv	Df	Mn
145	Light Vehicle	21"	4	-
Pts	Weapon	R	AV	AE
67.5	MiniGuns	18"	3	2x

Bikes are deployed in squads of 3-5

Troop Transport (Rhino) 310 Pts

Pts	Type	Mv	Df	Mn
200	Medium Vehicle	21"	3	-

Treads

Pts	Weapon	R	AV	AE
45	MiniGuns	18"	3	-
65	MiniGuns	18"	3	-

Land Raider 1140 Pts

Pts	Type	Mv	Df	Mn
270	Heavy Vehicle	21"	5	-

Ponderous, Treads, Targetting System

Pts	Weapon	R	AV	AE
130	Heavy Bolter	30"	3	3x
150	Heavy Bolter	30"	3	3x
285	Twin-Linked Lascannon	LOS	5	-
305	Twin-Linked Lascannon	LOS	5	-

Heavy Weapon Arsenal

Pts	Weapon	R	AV	AE
130	Heavy Flamer*	12"	3	3x

Residual Damage

130	Heavy Bolter	30"	3	3x
235	MultiMelta*	24"	5	2x

Armor Piercing

240	Lascannon	LOS	5	-
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Armored Piercing

260	Missile Launcher	48"	4	-
		48"	3	3x

Multiprofile, AE version has Armor Piercing

* Only mountable on trikes

Thudd Gun 270 Pts

Pts	Type	Mv	Df	Mn
75	Light Vehicle	3"	3	-
Pts	Weapon	R	AV	AE
195	Thudd Cannon	48"	3	3x

Move or Fire, High Explosive

Warlord 275 Pts

Pts	Type	Mv	Df	Mn
120	Special	6"	4	5

Tough, Sharpshooter

Pts	Weapon	R	AV	AE
30	Electro Sword	-	4	-

Parry Weapon

55	Spectra Lazer Rifle	24"	3	-
75	Krak Grenade	12"	4	-

Ancestor Lord 295 Pts

Pts	Type	Mv	Df	Mn
150	Special	3"	4	A

Tough, Lucky Bastard

Pts	Weapon	R	AV	AE
25	Vibro Sword	-	4	-
45	Lazer Pistol	18"	3	-
75	Lazer Rifle	24"	3	-

Special Weapon Arsenal

Pts	Weapon	R	AV	AE
67.5	Grenade Launcher	18"	3	2x
70	Meltagun	24"	4	-
82.5	Plasma Gun	24"	3	2x
120	Flamer	18"	3	3x

Residual Damage

Mole Mortar 230 Pts

Pts	Type	Mv	Df	Mn
75	Light Vehicle	3"	3	-
Pts	Weapon	R	AV	AE
155	Underground Missile Mortar	LOS	2	3x

Move or Fire, Slow Firing, Extra Punch

Tarantula 315 Pts

Pts	Type	Mv	Df	Mn
75	Light Vehicle	3"	3	-
Pts	Weapon	R	AV	AE
240	Auto Cannon Lascannon	48"	4	3x
		LOS	5	-

Multiprofile

Rapier Laser Destroyer 215 Pts

Pts	Type	Mv	Df	Mn
75	Light Vehicle	3"	3	-
Pts	Weapon	R	AV	AE
140	Small Laser Cannon	48"	5	-

Slow Recharge, Armor Piercing

Multi Laser 225 Pts

Pts	Type	Mv	Df	Mn
75	Light Vehicle	3"	3	-
Pts	Weapon	R	AV	AE
150	Multi-Barreled Laser Gun	48"	2	3x

Move or Fire

BARRAGE'S GOTH RAT EXTERMINATOR

When we saw this figure conversion at Dragon*Con, we had to tell everyone.
-Red Storm Raging

Loving the look of the Twin Gatling Cannons, I wanted to see it on other figures. I like the GothRats and so an opportunity to experiment with this conversion was born. Who better to experiment with than rats! Sorry, WarpEyes!) was born. As conversions go, this one requires some fuss and careful handling but is a lot of fun to make.

Equipment: You will need the following to create the GothRat Exterminator:

- ♦DBG 51003, Nnng, Hulker figure (GothRat)
- ♦DBG 70001, Longhorn (Deadtech)
- ♦A file
- ♦Cutters
- ♦Needle nose pliers
- ♦Glue

1) Take Nnng and cut the gun off from his right hand. Remove both the gun above his hand and the nub beneath it. After the gun has been removed file down the area of his hand to smooth it out.

2) Warm the figure under a hot lamp or with a blow dryer. Using the needle nose pliers, grip the right arm at the forearm and slowly bend it into a 55 degree angle.

3) The left arm needs to be gently moved back and also bent slightly. Carefully twist the wrist around such that the thumb points north.

4) Smooth out a place on Nnng's back for the twin gatling guns that come with the Longhorn to be mounted. Cut off the holding arm from the right gun.

5) Hold the back piece to the figure and begin -carefully - to bend the ammo strips so that the guns will meet Nnng's hands. It may be helpful to heat the gatlings up as they can break if you aren't careful.

5) Glue the backpiece onto the GothRat.

6) Glue the right hand to the top of the right gatling gun.

7) Bring the left gatling gun up and again using the pliers, close the hand around the holder.

8) Prime and Paint.

9) Optional: Using any weapon from the weapons packs, give the Longhorn something to use to suit your game.

-Barrage



Here are the stats for Barrage's GothRat Exterminator. Of course, you can change them to suit your needs. You can also separate the gatling cannons into two weapons just like on the LongHorn. It was done as one here to show that the former Hulker and his compadres are not up to the full technological level of DeadTech Systems and therefore could not get the full benefit of the weapon.

Or you can come up with a background for the design, something like it is more efficient this way in the narrow tunnels of the GothRat sewers.

Below are some possible combinations.

GothRat Exterminator (v.1) 275 Pts				
Pts	Type	Mv	Df	Mn
75	Special	12"	4	4
Obvious, Trigger Happy, Ballys, Tough				
Pts	Weapon	R	AV	AE
200	Twin Gatling Cannons	42"	4	2x
Armor Piercing				

GothRat Exterminator (v.2) 280 Pts				
Pts	Type	Mv	Df	Mn
100	Special	12"	4	4
Obvious, Solo, Sharpshooter, Suppressor				
Pts	Weapon	R	AV	AE
80	Gatling Cannons	30"	4	-
100	Gatling Cannons	30"	4	-

GothRat Exterminator (v.3) 355 Pts				
Pts	Type	Mv	Df	Mn
65	Special	9"	4	3
Kamikaze*, Solo, Aggressive, Bushwhacker				
Pts	Weapon	R	AV	AE
135	Gatling Cannons	36"	4	2x
155	Gatling Cannons	36"	4	2x
*This version is an experimentee gone crazy!				



FANTASY CONVERSIONS

Many of you doubtlessly have fantasy figures lying about, or know someone who does. Since I have a Battlemasters set which will soon face SF conversion, I drew up this "generic" medieval fantasy list. If anybody asks you why your Brettonians are whipping on Deadtech, you show 'em the following bit of fluff and let em know what Shock Force is all about!

STORY

As the chaos of the massive computer crashes hit the USA, few were unaffected. Factions withered and died, strangled by their own inability to cope with the disaster. However, other groups flourished.

The Renaissance Festival veterans have forged a new feudal society on the plains of Iowa. While shaken at the loss of access to their internet mailing lists, they bravely sallied forth from gaming conventions, coffee shops and their mothers' basements to create the society they had always dreamed of creating.

Their first results were largely disastrous. Lacking practical skills beyond a superficial knowledge of "olden days", much of which was gleaned from roleplaying materials, they were forced to rely on those who actually knew what was going on. After a year or two, they now roam the plains, clashing with other factions over land rights and the ancient 1st Edition vs. 2nd Edition argument.

-Roland McDonner

Foot Knight 115 Pts					
Pts	Type	Mv	Df	Mn	
65	Elite	9"	3	4	
Pts	Weapon	R	AV	AE	
15	Sword	-	3	-	
35	Sword	-	3	-	
Parry Weapon					

Halbardier 55 Pts					
Pts	Type	Mv	Df	Mn	
40	Trooper	9"	2	3	
Pts	Weapon	R	AV	AE	
15	Halbard	-	3	-	

Pikeman/Spear 75 Pts					
Pts	Type	Mv	Df	Mn	
40	Trooper	9"	2	3	
Pts	Weapon	R	AV	AE	
30	Pike/Spear	-	3	-	
Long Weapon					
5	Thrown Spear	6"	3	-	
One Shot					

Swordsman 140 Pts					
Pts	Type	Mv	Df	Mn	
75	Elite	12"	2	4	
Frenzied					
Pts	Weapon	R	AV	AE	
15	Sword	-	3	-	
35	Sword	-	3	-	
Parry weapon					
15	Pistol	18"	3	-	
Slow Firing					

Knight/Heavy Cavalry 145 Pts					
Pts	Type	Mv	Df	Mn	
95	Cavalry	15"	3	4	
Frenzied					
Pts	Weapon	R	AV	AE	
15	Sword/Mace	-	3	-	
35	Lance	-	4	-	
Charging Weapon					

Horse Archer/ Light Cav 205 Pts					
Pts	Type	Mv	Df	Mn	
80	Cavalry	18"	2	3	
Slippery					
Pts	Weapon	R	AV	AE	
15	Sword	-	3	-	
45	Bow	24"	2	-	
65	Bow	24"	2	-	

Archer 180 Pts					
Pts	Type	Mv	Df	Mn	
60	Trooper	9"	2	3	
Rifleman					
Pts	Weapon	R	AV	AE	
10	Hand Weapon	-	2	-	
45	Bow	24"	2	-	
65	Bow	24"	2	-	

Crossbowman 115 Pts					
Pts	Type	Mv	Df	Mn	
40	Trooper	9"	2	3	
Pts	Weapon	R	AV	AE	
10	Hand Weapon	-	2	-	
65	X-Bow	30"	3	-	

Musketeer 90 Pts					
Pts	Type	Mv	Df	Mn	
50	Elite	9"	3	3	
Pts	Weapon	R	AV	AE	
25	Musket	24"	3	-	
Slow Firing					
15	Sword	-	3	-	

Peasant Rabble 15 Pts					
Pts	Type	Mv	Df	Mn	
5	Trooper	9"	1	2	
Conscripts					
Pts	Weapon	R	AV	AE	
10	Farming Implements	-	2	-	

Light Attack Chariot Pts					
Pts	Type	Mv	Df	Mn	
140	Light Vehicle	21"	3	3	
Pts	Weapon	R	AV	AE	
15	Trample	-	3	-	
35	Spear	18"	2	-	
55	Spear	18"	2	-	

Heavy War Chariot 395 Pts					
Pts	Type	Mv	Df	Mn	
190	Medium Vehicle	18"	4	3	
Pts	Weapon	R	AV	AE	
25	Wheel Scythes	-	4	-	
60	Trample	-	3	-	
Extra Bite					
65	X-Bow	30"	3	-	
55	Spear	12"	3	-	

SIDES: 2-4 armies (point values optional though I recommend a minimum of 2500 pts.).

DEPLOYMENT: The armies are deployed as usual for the game and all normal rules of play are observed. At the back of each player's deployment zone should be a building or archway that designates the goal marker. It is here that the Carrier must fulfill the victory conditions.

SPECIAL RULES: When the rules below refer to an 'action,' it means giving up use of one weapon or half the model's movement for the turn. When a figure is killed in this game the figure is laid on the board and not removed. An enemy figure must then make base to base contact with the casualty (which cannot be from his own side). That figure must then spend one action removing the head of the dead figure. After he does this, the next step is to remove the figure from the game and place a skull token with that figure that removed the head.

A figure that carries a head should be easily spotted. Any figure may gather heads. For each head a figure carries above one, he reduces his movement by 2" (to a minimum of 3"). If a figure carrying a head(s) is killed, he is laid down and his heads left there until claimed by another. (the heads do not count to the victory conditions of the side they once belonged to, though that side may see an advantage by making the enemy chase down these trophies. Because of this, the heads should be easily identified as belonging to a particular side).

Heads can be passed from one figure to another by simply touching bases and spending an action transferring heads to the new figure. A figure may also opt to throw a head 1-6 inches from his position. This requires a die roll for distance and one action. Anytime a head is picked up, transferred, or thrown it requires an action.

One figure on each team is designated as the Carrier. He is the only one that can carry off the heads to count for victory. When carrying heads, this models movement is only reduced by 1" for each head above 2. While other models may collect heads, these should at some point be transferred to the Carrier. If the Carrier is killed, a new one must be selected. The new Carrier should be the model closest to the fallen Carrier.

Victory: When one side gets 8 heads carried through the goal marker by the Carrier, the game is over and a winner declared.

- Barrage

EIGHT HEADS IN A GUNNY SACK

STORY: Credits for the idea for this scenario came from the Joe Pesci movie "Eight Heads in a Duffle Bag". It wasn't much of a movie, but it made for one hell of a fun Shock Force scenario.

Set Up: To play this scenario you will need the following:

- ♦ A 4' x 4' playing area set up so that there are few open zones.
- ♦ Terrain hills, trees, buildings, rocks, etc.
- ♦ Dice
- ♦ Reserve counters (use something besides the Skull Reserve Markers (99005) to denote reserve status. The skulls found in the Reserve marker blisters are used for game play).

MAKING SCENERY - FAST FOOD JOINTS

Recently, I decided that I wanted to have a piece of terrain that could really be unique to Shock Force. After tossing around a few ideas, I decided that during the collapse, there might have been a series of "Burger Wars" between the various fast food franchises. After re-watching Demolition Man, I immediately knew that I only had one choice for my terrain project - Taco Bell.

Note that while this article is specifically aimed at building a Taco Bell, the plans and techniques can easily be modified for any fast food restaurant.

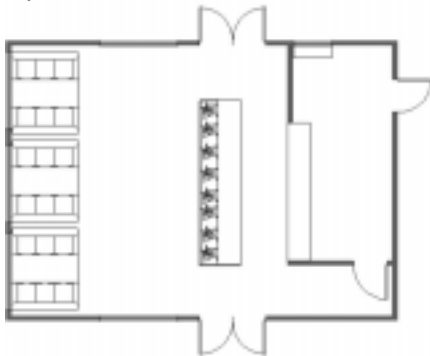
Components:

- ♦Foamcore board (1/4 or 3/16)
- ♦Paper
- ♦Patching Plaster (pre-mix spackle is easiest)
- ♦Sand
- ♦Paint
- ♦Aluminum Foil
- ♦Lightweight Cardboard
- ♦15" Square of 1/4" plywood
- ♦Contact Paper or Construction Paper
- ♦1/4" Wood dowel
- ♦Sheet of 1/4" Balsa wood
- ♦Flocking
- ♦Closed Cell foam
- ♦Black Electrical tape

Tools:

- ♦Pencil
- ♦Ruler/Straight Edge
- ♦X-Acto w/ plenty of spare blades
- ♦Hot Glue Gun
- ♦White Glue
- ♦Hot Foam cutter
- ♦Gloss Clear coat
- ♦Computer w/ a color printer and a drawing program

The first step in any terrain project is to get a competent drawing of what the finished project should look like. I'm not much in the way of free-hand drawing. However, with the aid of my PC, I was able to come up with a reasonable floor plan in a fairly short amount of time.



Once I had this, I was able to make a pattern for each wall that included the appropriate openings for windows and doors.

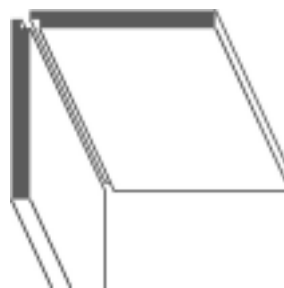
I found that to scale, walls looked best if they were 3 inches in height. Doorways were made 1 1/2" high. Windows were sized to scale based on this. Remember that for Taco Bell, the windows are shaped as semi-circles.

Once I had these drawings printed out, my next step was to use them as a pattern to cut out the walls for the restaurant. I found the most effective method was to simply place the drawing on the foam core and cut along the lines using the X-Acto. Take care to both make straight cuts and change your blade regularly. Working with foamcore requires a very sharp knife.

For each of the six wall sections - four exterior and two interior - I cut two duplicate pieces of foamcore. These pieces were then glued together with white glue to form a double thickness for each wall. These were allowed to dry for a few hours.

While I let the walls set, I sat down at my PC and went to Taco Bell's web site. There I found a nice image of the Taco Bell corporate logo, and quite a few pictures of their products. I used these as a guide to help with my painting.

By the time that I had finished working the web, the foamcore walls had set. Before assembling the exterior walls, the corners were cut to allow for an interlocking joint. To get this effect, a piece of foamcore the same width as the thickness of the board was cut from each inside interior corner. Corners were then joined with a combination of hot glue and white glue and allowed to set overnight.

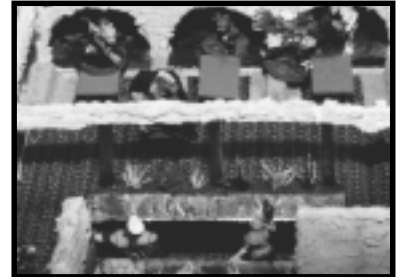


Once this had been set, I liberally plastered over all the walls using a mix of 1 part pre-mixed patching plaster to 1 part sand. This created the rough stucco effect on walls of the building. I wasn't particularly careful about smoothing things out. Instead, I deliberately left rough spots to give the appearance of a rough-hewn stucco job. Alternatively, once I covered the foamcore, I could have smoothed the plaster out, and then carved a brick work pattern into the wet plaster. The next step was to let the plaster set overnight.

While the plaster set, I began work on a few of the interior details. First up were the tables. These were easily constructed by cutting a piece of 1/4" dowel to about 1/2" in height. This was then glued to a piece of

cardboard sized 1" by 1/2" with the hot glue gun. Next, I carved out benches from the closed cell foam with hot wire cutter. Both of these were then painted in appropriate colors.

Next on the list of internals were the window sills, doors, and door frames. I cut all of these out of the 1/4" balsa wood. Once these were trimmed to size, I then attached them to the building with a combination of hot glue and the still slightly wet plaster.



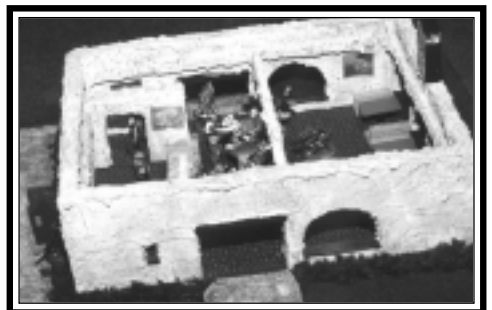
Finally came the food and condiment counters. The countertops are simply cardboard that was cut to size and wrapped in aluminum foil. For my condiment counter, I chose to build it out of balsa wood, but foam core would work equally well. Either solution is just a matter of choosing a size, and assembling it, then attaching the counter and decorating the counter top.

The next day, I painted the building walls in a mustard yellow color, and then drybrushed over that with a dark brown. This neatly gave the shadowed stucco effect. I then painted all of the woodwork dark brown.

As the paint dried, I cut out a piece of contact paper to the same dimensions as the building and attached it to the plywood base. Once the structure had dried, I then hot glued it onto the base, taking care to center it around the contact paper "linoleum." Tables, benches, and countertops were all now hot glued into place. The gloss coated pictures were neatly cut out and glued onto walls as posters.

Finally, the two Taco Bell logos were painted on foamcore and glued back to back. This was wrapped in electrical tape, and secured over the front of the building. All that was left to do was to flock the base to make it look landscaped.

- ArkAngel



SHOCK FORCE MISSIONS

Connor had finally done it! After a year and a half as a grunt and a few months as squad leader his break had arrived and he was now a Force Commandant. From now on, what he said went and no one had better say otherwise.

He looked over his force roster. A few of the troopers were green, but he had competent squad leaders, many of whom had come up with him. He was ready to kick some asses and show his enemies the error of their ways.

"Sir, your orders."

Connor looked up at the messenger. "Orders? I give the orders now."

"Your first Mission from Western Command," the messenger announced, nonplussed, as he handed over the envelope and hurried out.

Connor's heart sank and his stomach turned as he read the orders. He could not believe it. His hopes of heroic grandeur faded. He called for his squad leaders, and wondered how in the hell he was going to get this done.

It only took minutes for the seven men to enter his little tent. His mood was still sullen but not completely hopeless.

"All right, we have our orders. WesCom reports a massing of forces here," he pointed at a spot on the map he had stretched on his table. "Our job is to buy time for our own reinforcements to arrive."

"Sounds simple, sir," Henson, one of his best, said. "But just how do we do it?"

"We hit them right here," he pointed at another spot on the map. "And we hit them hard. Make them think we're stronger here than we really are. If we're lucky, we'll take out of few of their leaders."

"And lose half of our troopers in the exchange?" asked Henson.

"It can't look like a simple raid. It has to look like an advanced probe for a much larger force." This time there was no response.

Every person in the tent knew what the wrong end of lucky looked like and they also knew they were a outgunned four to one.

Connor broke the silence. "Each squad plan your own rally points for the return trip; we will coordinate them later. We meet back here in two hours. Hey, we can't draw an easy mission every time."

"I would just like to see one once." muttered Henson.

Connor wanted to snap at him but the man was right. And now that he was Force Commander he still couldn't do crap about it. So much for calling the shots.

Finding and killing the enemy is one thing, especially if you can see all the models on the table, but skirmish level play often reflects a greater plot of any army's struggle. Your task may be much more simple or vastly more complex depending on your orders at any given time.

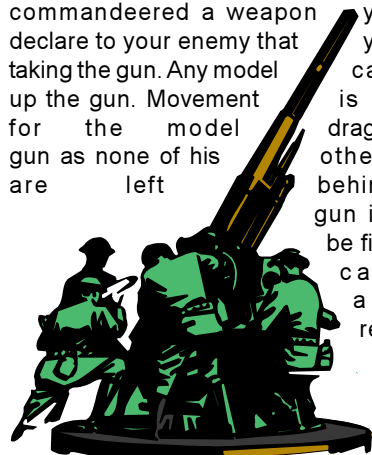
Until now Shock Force has been played by most as a "Seek and Destroy" game. Now with the inclusion of these six different missions the game can take on whole new aspects. In a game ruled by the six sided dice, it only seemed right to include six missions. A simple die roll from each player can decide which mission it is. Write them down and you are on your way.

Keep in mind that the completion of your mission does not always exclude your enemy from attaining theirs. To insure a decisive victory over an opponent you must not only win your victory conditions as laid out in your mission but you must also stop your enemy from doing so.

It is imperative that you keep your mission secret. As on the real battlefield your enemy would have little chance of knowing what your mission was until your troop deployment and movements make it obvious. Of course you can feint movements to lead your opponent astray.

1. Scrounger: Headquarters needs a heavy weapon. Either to study or just because they need another big gun back at HQ you don't know. What you do know is that you have to lay your hands on a gun with an attack value of 3 or better and drag it back off your side of the board. In order to grab the gun, it's wielder must be killed in close combat (the pieces of a big gun left over after an explosion do not count). The big gun can not be removed from a vehicle as most of those are hard mounted.

Once your troopers have located and commandeered a weapon you must declare to your enemy that you are taking the gun. Any model can pick up the gun. Movement is halved for the model dragging the gun as none of his other guns behind. This gun is not to be fired, only captured and returned.



2. Hit and Run: Hit the enemy and get the heck out. Only one hitch: 25% of the enemy force has to be killed or routed before your teams splits.

3. Hit 'em Hard: This is just like the old days. Eliminate the enemy. Dead or routed, we don't care, just get rid of all of them!

4. Messenger: HQ has decided to make contact with a group of mercs in a safehouse just off the board. They send this pathetic liaison guy to do the meeting. Your job is to babysit this guy off the other side of the board. Problem is he has no gun (couldn't shoot it if he did), he gets motion sickness, so no rides for the jerk and he is slow. He moves 6" per turn and even complains about that.

Any model may represent the messenger. It should be written down along with the mission at the beginning of the game and hidden until needed. The Messenger has a defense factor of 2, can not fight and will never rout. If all his bodyguards are killed he will still plod along in hopes of making it to the safehouse for the meeting.

5. Hostage: HQ wants some answers about enemy strength and support. No better way to get it than to beat it out of a live hostage. Your job is to provide them with the subject.

Any model taken in close combat by more than one enemy can be counted as subdued. That subdued model is then dragged off the edge of the board on your side. Movement is halved if the hostage is being carried by two models or quartered if dragged by one. Hostage may not be loaded in a vehicle and may not be activated.

6. Hold the Line: Some bigwig is doing an inspection and you are recalled from your scouting and raiding missions to guard the perimeter of HQ. No enemy model is to enter your deployment zone for any reason. If you repel all invaders you win. If one lousy foot trooper steps within your deployment zone you fail. That is all. Good luck and stop your complaining.

- Wheezing Bear & Karl Tasset

demonblade**Release Schedule**

Prices Effective December 1, 1998.

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SHOCKFORCE

Code	Description	Price	Code	Description	Price
Currently Available			Currently Available continued		
00001	Shock Force Miniatures Rules	11.95	70001	Longhorn	6.00
00002	Shock Force Boxed Game	49.95	70002	T-Bar-X, Outlaws	8.00
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